

FANTASY SKETCH

THE GAME

LOG - IN

STORY JAEGYEONG UHM

ART BEOMSIK CHEON

WHOOAAAA

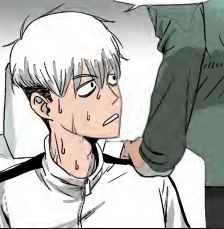




IT WAS AN HONOR
TO COMPETE WITH
THE POPE WHO WAS
ONCE MY ROLE MODEL.



AH...
GOOD GAME...



GOOD GAME? YEAH, IT WAS A
GOOD GAME FOR ME SINCE
I GOT AN EASY WIN BUT,



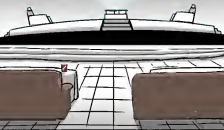
HMM... WAS IT THE SAME FOR
THE DOWN FALLING POPE?

HA HA HA



OFF LINE--OFF LINE--OFF

OFF LINE--OFF LINE--OFF





TEN THOUSAND
DOLLARS...?

WHAT DID I DO...?

THE MORE YOU COMPETE,
THE MONEY WILL INCREASE.
VICTORY PAY IS MORE THAN
JUST THE FIGHT MONEY.



OF COURSE
YOU CAN GIVE UP NOW.
JOHAN, IT'S YOUR CHOICE.

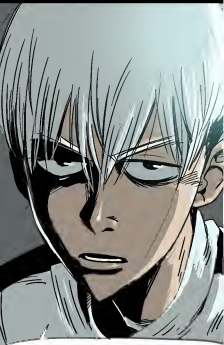
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AL. THE OPPONENT JUST NOW.
MARK... MARTIN, WAS IT...?

HIS NICKNAME
IS PREDATOR.



WILL I BE...
ABLE TO FIGHT HIM AGAIN?

SECOND SKETCH

THE PLAYER III

OF COURSE.
BUT NOT RIGHT NOW.

IF YOU WANT,
I WILL TRY TO MAKE IT
HAPPEN SOON.



GO BACK HOME FOR NOW.
YOU SHOULD GET SOME
REST. WAIT FOR MY CALL.

WHEN...



A pair of black high-heeled shoes stands on a light-colored surface. The shoes are positioned side-by-side, with the left shoe slightly ahead of the right one. A speech bubble originates from the top left, pointing towards the shoes.

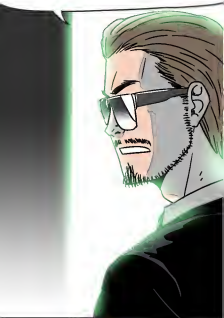
AH, LET ME GIVE
YOU A HINT.



A close-up of a young man with short, spiky white hair. He has a surprised or questioning expression on his face, with wide eyes and a slightly open mouth. He is wearing a dark jacket over a white shirt.

WHEN WILL
YOU GIVE ME
A CALL...

THIS GAME IS CALLED
'YOUR WORLD'.



YOUR WORLD...?

WELL KIND OF A HINT IS THIS...?



AL DID NOT ANSWER.

BECAUSE HE DIDN'T NEED TO.

THE NEXT COMPETITION
WAS THE NEXT DAY



HE SAID MACE TAPEN WAS
AN OPPONENT THAT WAS TOO
HARD FOR A NEWIE.



BUT TODAY'S OPPONENT
SHOULDN'T BE TOO BAD.

HIS NAME
IS JIM ANDERSON.
NICKNAME, VIPER.



HE GOES BY VIPER JIMMY.
HIS RECORD IS ONE WIN,
SEVEN LOSSES.



YOU ENDED A
LOSING STREAK
SO LET'S GO FOR
ANOTHER WIN!

VIPER!

VIPER!

VIPER!
DESTROY
THE GAME FIXER!

HE LOST SEVEN TIMES
AND WON ONLY ONCE.
BUT THE RECORD IS
NOT IMPORTANT.



WHAT IS MORE IMPORTANT IS THAT
HE PLAYED THIS GAME EIGHT TIMES...



THIS GAME SHOULDN'T
BE ABOUT WINNING.



JUST SURVIVING FOR LONGER

AND TRY TO EXPERIENCE AND
UNDERSTAND THE GAME
A LITTLE BETTER.

Pope!

JOHAN! POPE!
MY MONEY IS ON
YOU THIS TIME
AS WELL!

Pope!

SHOW US
A MIRACLE
AGAIN!



SHOW ME
YOUR F##KING
MIRACLE!

OK, LET'S SEE HOW
MUCH HE UNDERSTOOD
MY HINT.

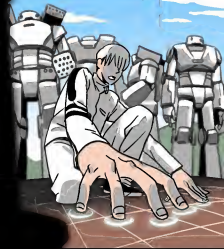
CLICK





OK. THE LAST GAME
ENDED JUST AS I WAS
GETTING USED TO
PLAYING, BUT

THIS TIME I HAVE
GATHERED UP AN ARMY
STABLY! ALSO CREATED
AN EXPANSION
BUILDING...!



BUT WHY ISN'T THERE
ANY MOVEMENT FROM HIM?



A LOT OF TIME HAS PASSED...

I SHOULDN'T COMPARE SOMEONE
WHO HAS SEVEN LOSING STREAK
AND ONE WIN TO MARK MARTIN.



I WILL ATTACK
FIRST THIS TIME!

OK! ATTACK~!



OK, GOOD!

ATTACK

HIS FIRST LINE OF
DEFENSE HAS BEEN
DESTROYED

I SHOULD RESUPPLY
THE DESTROYED SIEGE
UNITS WITH AIR UNITS,



KEEP PRODUCING UNITS
AND ASSEMBLING THEM
AT THE ENEMY'S FRONT YARD!

AT THIS RATE, I CAN WIN!
LET'S EXPAND ONE MORE BUILDING.



YOU! GO TO THE PLACE
I ASSIGNED TO YOU BEFORE
AND CONSTRUCT A
CONNECTING BUILDING...!

WHAT WILL...
WHAT'S THAT
SOUNDING...!

WIIING—

FLINCH





AGH!!!





YOU.. YOU ARE!
AGH! I CAN'T MOVE...!



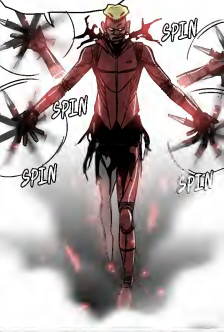
YOU ARE NOT
READY YET!

SPIN

SPIN

SPIN

SPIN













ST
AB



A comic panel featuring two men sitting on a couch. The man on the left, with light brown hair and wearing a white shirt and dark tie, is laughing heartily while holding a dark bottle. The man on the right, with dark hair and wearing a blue polo shirt, is also laughing and pointing his finger. The background is dark with vertical lines, suggesting rain or a night scene. There are some scratch marks on the couch and background.

**HAHAHAHAHA!
SO CLOSE!**

**WHAT DO YOU
MEAN CLOSE-?! HE HAS
A LONG WAY TO GO,
THAT PRICK!**



SHAKE SHAKE
SHAKE





STILL
YOUR MENTALITY
WAS GREAT.

THERE ARE PLAYERS
WHO PISS IN THEIR
PANTS WHEN THEY LOSE.

WHAT YOU TOLD ME...



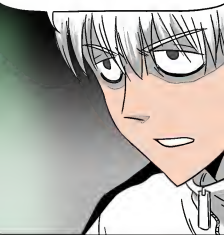


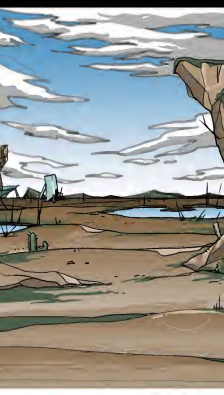
DID YOU
UNDERSTAND
IT A LITTLE?



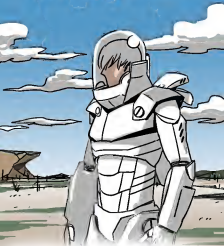
THIS GAME IS
"YOUR WORLD".

AND ALL YOU NEED IS 'TALENT'.





'MY WORLD' ALSO
APPLIES TO THE OPPONENT.



AS I MADE THIS INTO
A GAME THAT I WAS USED TO, IT IS
THE SAME FOR THE OPPONENTS
CREATING A WORLD THAT THEY
ARE USED TO.

YEP! JIMMY HIS NAME
WAS PAID FOR A PE PLAYS
IN THE MOST FAMOUS
ARCADE GAME, EDWARD WORLD.



HE PLAYED THE GAME
IN A WAY HE WAS MEANT TO.

SO FOR THIS GAME,
THERE ARE AT LEAST TWO GAME
WORLD RULES, AND NO ONE
CAN TELL WHAT WILL HAPPEN.



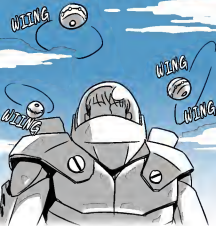
THEN WHAT IS IMPORTANT
IS NOT HOW MUCH EXPERIENCE
OR UNDERSTANDING
YOU HAVE. IT'S THE 'TALENT' THAT
PROVIDES WIT AND EXECUTION
THAT DECIDES THE WIN.

THE REASON FOR THE LAST LOSS
WAS THAT I LEFT MYSELF AT MY
HOME GROUND UNATTENDED.



THIS TIME I WILL MOVE
WITH THE ARMY AND...

I CREATED DETECTORS FOR
THE INVISIBLE UNITS!



ALSO THESE DETECTORS ARE
A CLOAKING UNIT THAT CAN'T
BE SEEN BY THE OPPONENT!



POW



CLI

o NG

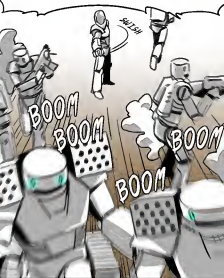


SHIELD!

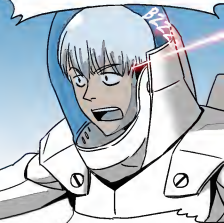
BOOM!

ATTACK THE OPPONENT
WHILE PROTECTING ME!

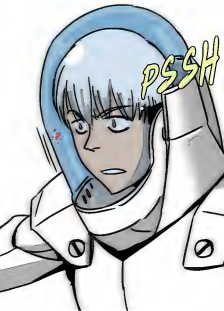
QUICKLY DESTROY
THEM AND REASSEMBLE!



THE DRAGON KNIGHTS
DISMANTLE THE BARRICADE
AND THE SEEKERS FIND
THE MAIN BODY!



IF I JUST FIND
THE OPPONENT'S
MAIN BODY, THIS
GAME WILL BE...!



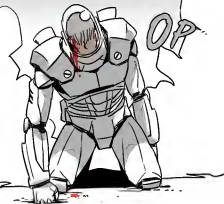
TH...THIS IS..



THIS IS... A SNIPER...!?

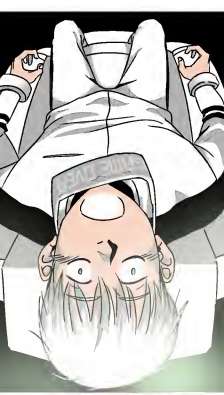
DR

OP



A comic book panel featuring a character with dark, spiky hair and a red visor, perched on a jagged, brown rock formation. The character is holding a long, black rifle. The background consists of a blue sky with white, stylized clouds. A speech bubble is positioned to the left of the character. The art style is characterized by bold black outlines and a limited color palette.

GOT IT!

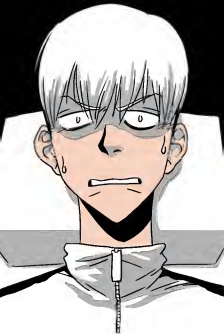








WHA... WHAT THE...!



FANTASY SKETCH

THE GAME

LOG - OUT